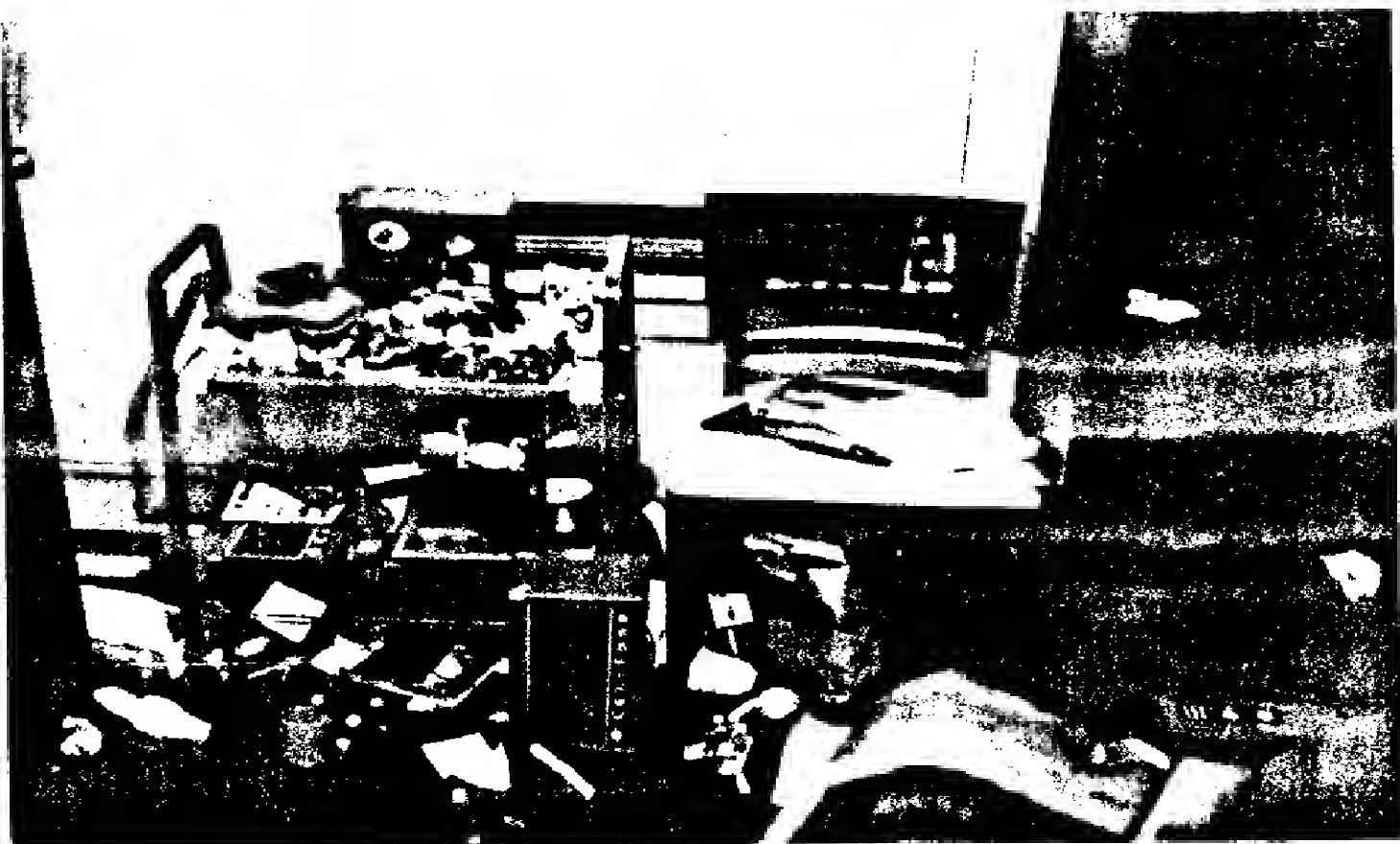


LIFE OF MONTY

#24 OCTOBER 14, 1982 • 1981AS-754

INsofar AS THE NATIONAL ENQUIRER wasn't denying that they were mad that I used the title THE NATIONAL LIFER last time, I decided to go back to the old way. Yes, it's LIFE OF MONTY, brought to you by Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904, phone (415) 461-2692, at least for the moment. Here's the big story: (by the way, phone hours are Noon to Midnight, not Midnight to Noon)



AMERICAN ABOVE-GROUND NUCLEAR
TEST IN FLUSHING? (see page 2)

Remember - NOON TO MIDNIGHT!

MOSCOW - The Soviet Union announced today that they have proof that the United States secretly tested an above-ground nuclear device in the vicinity of Flushing, NY. This bomb is so accurate that it can lay waste to a young girl's room without even denting its surroundings, say the Soviets, and claim that the picture on this cover is actually the devastation caused by this new bomb, which was cleverly disguised as a typical messy room. "Let's face facts," a Russian spokesman said today, "no 12-year-old girl can do that to a room without the help of at least one nuclear hit, and a hurricane might be thrown in for good measure." The National Weather Service made a statement that, to the best of their knowledge, no hurricane has been near the Flushing area lately, but it might have been a secret experiment for "portable hurricanes" called Operation Hurricane Phyllis.

~~-I-WONDER-HOW-THE-NATIONAL-GUARD-FEELS-ABOUT-PHYLLIS'S-ROOM-THEY'LL-BRING-BACK-DRA~~

And now, as retaliation for all of those letters of mine in WHITESTONIA, here's a letter from Kathy Byrne....

Dear Don, ((that's me)) This note will be short because I'm so far behind - but I had to mail you a picture of the N.Y.C. dump (aka Phil's ((Phyllis's)) room)! Isn't it breathtaking - it really ought to be on postcards for "Welcome to New Jersey"!

Well, I survived meeting Rod Walker - I really thought it was going to be a disaster, but I really liked him. He is a really nice guy - sense of humor and all. Nothing like Mark Berch! He has also given up on the Leader Poll and said he will relinquish all rights to first publication. Not only that, but he apologized to me for the letter he sent me! He's a-okay in my book! Now Berch that is a definite matter - no sense of humor. A real stuff shirt! But, he runs a good convention! Oh well we can't all be perfect (like you & me - ha, ha!)

Aha, you'll love it - Joan ((Extrom, Ken Corbin's wife)) has offered to trade for Phyllis. I get her dog Snowball - she gets Phil. Something about needing a built-in babysitter & my needing an animal who'd risk his life to clean Phil's pigsty! But, you'll read about that in KK! ((KATHY'S KORNOR, the subzine to WHITESTONIA)) ((if you can call KK a SUBzine))

P.S. Do I get half the royalties from Real People or whoever else is dumb enough to buy a picture of Phil's dump! I mean after all - I do live next door to the dump!

*****Real People, nothing! I have connections with ABC - try THAT'S INCREDIBLE or RIPLEY'S BELIEVE IT OR NOT! Are you absolutely sure that Rod Walker said that? (Not that he said anything about Real People - I mean anything about the Leader Poll) By the way, to get WHITESTONIA, send \$1 or so to John Caruso, 160-02 43rd Avenue, Second Floor, Flushing, NY 11358.

And speaking of zines (er, 'zines).....Al Pearson strikes again with JUST AMONG FRIENDS, where openings in Diplomacy have just been announced! Issue 24 features the latest cooking exploits of his wife Nancy - say, Al, why don't you send her burgers to the Berkeley dorms? They'll be an improvement - they're all meat! (Or are they?) Also, if you're lucky, there won't be anything by Patrick Hart and Greg Stebbins, but #24 is full of it. Send some stamps (20c variety) to Al at Box 898, Charles Town, WV 25414, and, if you're lucky, he'll send you a sample. Also, ask for a WIGADOO membership card; since there are no members, but only non-members, you'll get a non-membership card (unless you ask for one of those - never do that - don't even sign it or it'll be void since that'll be an admittance of ownership, which is strictly forbidden).

ALSO, see page 11 under the KM game.

Which is 9 pages from this
PAGE 2

Let's talk some more about ratings....which one's best? Different people prefer different systems. What's my favorite? Those of you who know me well enough know this one - the AREA system!

AREA stands for Avalon Hill Reliability, Experience and Ability system (no, it's not AHRRA). The major difference between this system and the others is that this system includes games other than DIPLOMACY. Any game (especially the two-player ones) listed in the HRC of the Avalon Hill GENERAL (or any of their wargames not rated yet - and AH is the sole judge as to what a wargame is; for example, FEUDAL and RAIL BARON are not, while MAGIC REALM and DIPLOMACY are) are eligible to be rated, provided that all of the players in the game are rated.

In order to be rated initially, send \$5 to Avalon Hill and ask for an AREA rating. There are five initial classifications: excellent player, good player, average player, novice in his/her first year, and beginner. The initial rating values are, respectively, 1600, 1500, 1200, 900, and 600. With this system, you get a nice little green card with your ID number and your rating (your rating is in pencil since it changes a lot). Your ID is XXXXX-YY, where XXXXX is your ZIP code and YY is a two-digit number designating the number of rated players in your area (including yourself) at the time you get your card. For example, I was the first person in my area to get my card, so I'm 94904-01. Even if you move, your number remains the same, and non-Americans can be rated. (I think Canadians are given an ID like CANAD-01 and overseas players get OVERS-01.)

Now for the good part - THE GAMES. There are two different ways to get points - with 2-player games and multi-player games. (The multi-player rules were initiated in mid-1977.) For 2-player games, take each player's rating at the end of the game, determine the difference, divide by 50 (round fractions down), and multiply by 5. For example, if the difference is 0-49, the value is zero; for 50-99, the value is 5; for 100-149, the value is 10, and so on. This value can't be higher than 70, even if the difference is 750 or more. Basically, the lower rated player gains that number of points, while the higher rated player loses this number. If the game ends in a draw, that's true. If it doesn't, however, the winner gains 70 points and the loser loses 70, in addition to whatever points the players gain/lose for "ratings difference". EXAMPLES: A 1200-rated player beats a 1440-rated one. The difference is 240, so the winner, being lower rated, gets $70 + 20$, or 90 points, and the loser gains $-70 - 20$, or -90. If the 1440-rated player won, he gets $+70 - 20$, or 50, and the loser gets $-70 + 20$, or -50. Note that one player's gain equals his opponent's loss. (Also note that "his", "he", etc. is used for simplicity; women are as welcome to become AREA members as men.) Note that players who differ by 700 or more points never meet; this is because a victory for the higher-rated player gets him $-70 + 70$, or zero, while a draw costs him 70 and a loss costs him 140.

Very high rated players have more of a chance in multi-player games. In order to GM one of these games, you have to be a "verified" player (this will be mentioned later). Again, all players must be rated, and variants can't be rated. These games are rated as follows: ratings at the beginning of the game are taken, although no points change hands until the end. The average of these ratings are taken, and each player "contributes" a number of points equal to however many points he would lose if he lost to a player with the "average" rating. If one player wins outright, the losers lose 60% of what they "contributed" and the winner receives this many points. If it is a draw or team victory (e.g. in a 2 vs. 2 WS&TM game), the losers lose 100% of their individual contributions and the winners evenly divide the sum of the losses.

How do you rate this
PAGE 3?

There's a catch, however. Each player is considered "provisional" until completing 11 games, at which time he is "verified". In a 2-player game, if both players are verified, points won/lost are halved. In a multi-player game, if any player is verified and does not waive his verified status for that game (by stating this in writing to the GM), the 60% or 100% previously mentioned become 50%. Also, in multi-player games, losers must lose at least 20 points and winners can't gain more than 300 (per game).

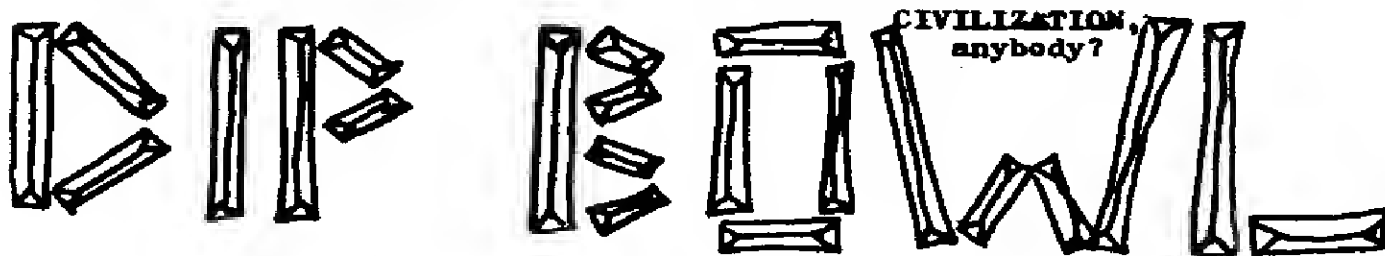
Two years ago, Tom Oleson of AH published a set of AREA Rules of Conduct in Volume 16, Number 6 of THE GENERAL (which, by the way, I do believe has the famous "fourth article" on Diplomacy by Lew Pulsipher, the first three of which appeared about two years later). Two of the most important of which are these: (1) in a two-player game, if you have your move returned (in PBM play - it's a PBM code) three times for errors, you forfeit the game, and (2) if you default the game by too many NERs, you face dismissal from the AREA pool. Also, you face dismissal if you don't have any game rated within a three-year period.

I do NOT recommend this for you casual Diplomacy players, or you Diplomacy-only players; even those of you who play multi-player games only should take this with a grain of salt, especially since AREA games tend to be cut-throat affairs. The two AREA-rating GMs (i.e. the two that can rate games) I can think of off-hand are Steve "Top 50 AREA" Heinowski (he was rated in the top 10 even before multi-player games could be rated, and now he's #46) and Roy "Play 'Em All" Henricks. By the way, games that AH has obtained and re-released, even if no changes have been made, can be rated - I'm mainly referring to MACHIAVELLI, which hasn't changed from its old Battleline version. However, if the game has been changed, the old version can't be played - among these are the Battleline versions of WS&M, SUBMARINE, AIR FORCE, DAUNTLESS, AIR FORCE/DAUNTLESS EXPANSION (this hasn't been re-released, but requires the old AF or DAUNT), FLAT TOP, and FURY IN THE WEST. (SHENANDOAH, MACHIAVELLI, and ALPHA OMEGA are playable in their Battleline form, I think - ask AH to be sure, though.) Who knows - you may do better than my current record of 1-5!

"That stinks!"

I know it does - but you Dip Bowlers aren't exactly hotshots yourselves. Speaking of which, let's meet the teams:

"Mike Conner, from Austin, TX....Peggy Gemignani, from St. Petersburg, FL....Gary Coughlan, from Memphis, TN....John Daly, from Rockwell, NC.... Those are the varsity dippers from that thar STARS & BARS or-gi-ny-say-shua.....Kathy Byrne, from Flushing, NY....Steve Heinowski, from Lorain, OH....John Caruso, from Flushing, NY....Dave Grabar, from Chowchilla, CA....and dat's da varsity dippuhs from da WHITESTONIA INSTITUTE OF NUCLEAR HOLOCAUST" (twееееет) "It's time to match stabs with the champions in America's favorite game without cardboard counters - yet, the varsity sport of the mouth,



PAGE 4 is still in the
stone age

"The thirteenth game of the 1982 WORLD CHAMPIONSHIP TOURNAMENT comes to you not quite LIVE from War Memorial Gymnasium on the campus of the University of San Francisco - after all, they don't play men's basketball there anymore, and they need to fill up the space"

Well, due to today's double-header, this game had to be cut up somewhat. It's almost over, for that matter, with the S&B ahead by a score of 170-160.... "The next bonus is worth 20 points, and here's the tossup: we're saving our Diplomacy questions up for the finals, but everybody knows Kingmaker is just as good. for 10 points, how many times-" (BUZZZ)

"WINE, Heinowski....11"

"-is the Marshal of England called? 11 is right, and we're tied up with time running out, so here's the 20-point bonus: what pubbar, in his first issue, admitted that Jack Masters is personally responsible for his entry into postal Diplomacy?"

(Mumble mumble....what does Caruso say?) "What's his name, Buckalew"

"No, it's what's his name, Manuel - another reason to get Masters! Just kidding...."

"OHT"

"The next bonus is worth 30 points, and here's the tossup: for 10 points, what is the minimum number of seasons to get a unit from the northeast corner of a Diplomacy map to the southwest corner?" (RRRING)

"S&B, Gemignani....4"

"No, can you take it, Whitestonia Institute?" (BUZZZZ)

"WINE, Byrne....4"

"I've heard that before somewhere"

"Yes, but I thought she screwed that answer up"

"The answer is one - a convoy from St. Petersburg to Syria! Here's the next tossup: Diplomacy covers Europe - but in the heart of Africa is the place where it's needed the most. For 10 points, what is the capital of Bophuthatawana?" (RRRING)

"S&B, Coughlan....Mabathe" (TWEEET)

"That's right, of course, and-"

"Hold it" a certain WINE captain bellows. "Why is it that there happened to be an African Capital question?"

"If you want to write the questions, file the appropriate forms."

Like Gary did. "It's official - the final score is 170 for the Whitestonia Institute of Nuclear Holocaust to 180 for the Stars and Bars....the S&B are the winners!"

The STARS & BARS will meet the winners of the next game for the 1982 WORLD CHAMPIONSHIP. Speaking of the next game....

"Robert Sacks, from New York, NY....John Boardman, from Brooklyn, NY.... Allan Calhmer, from La Grange Park, IL....Doug Beyerlein, from Menlo Park (not Palo Alto, as previously mentioned, but bad enough), CA.... those are the varsity dippers from the DIPLOMATIC OLD GUARD ("OLD?")..... Jerry Jones, from Pasadena, CA....Jack Masters, from Valencia, CA.... Rod Walker, from Encinitas, CA....Ron Brown, from Bakersfield, CA.... and those are the varsity dippers from the SOUTHERN CALIFORNIA DIPSY-DOODLERS.....(tweeet - again) It's time to match-"

You've heard that already, except that this is the fourteenth game. Anyway, due to the length of the first game, we join the second game well in progress, with the score tied.

"The bonus is STILL worth 20 points, and here's ANOTHER tossup: for 10 points, name the four fortress-cities, excluding those in France, on the third-edition-rules THIRD REICH mapboard.....no answer? Well, they're Malta, Gibraltar, Leningrad, and Sevastopol. Here's another go at it: here's an easier one - in a 5-player KINGMAKER game, how many Crown Cards are left after the initial deal?.....the answer happens to be 37. (TWEEEEET) There's the whistle to end the game....it's official! The score is a tie - both the Southern California

What will happen? You'll never
know on PAGE 5

About 30 minutes later: "and another question...for 10 points, how many units begin the game on a Diplomacy map?" (RRRRING)
"Old Guard, Meyerlein.....22" (in a slightly non-normal voice for Doug)
"That's right - but how did you do that without moving your lips? Let's see....these guys are asleep! For that matter, so's the other team! No wonder nobody answered....wait a minute! How did Doug signal to answer and then answer? Sleep-buzzing? No....what's this? Follow this microphone wire...."

"Who is it.....MARIE BEYERLEIN??"

"Oh, sure....what's that? Their drinking water was spiked so that they'll be out for a long time? But why?"

"But why is Doug's team knocked out?"

"Well, as long as you have a good excuse....it's official! The final score is 10 for the Diplomatic Old Guard Plus One to zero for the Southern California Bipsy-Doodlers. The OLD GUARD wins!"

~~-NOW-DO-THEY-DO-IT-IT'S-AMAZING-IT'S-INCREDIBLE-IT'S-THE-HIGHEST-RATED-SHOW-AROUND-~~



This time, the gun sounds for an old hand at Diplomacy - someone who was somehow overlooked for the International Diplomacy Hall of Fame - a fellow Californian and, supposedly, a nice person,

)))))))))((MARIE BEYERLEIN)((

PAGE 6 needs help as well

MONTY'S NEWS AND COMMENT is brought to you by the makers of absolutely nothing - the only thing that exists that's actually worth the price.

MASSIVE SHOCK! ORIGINS 83 may have been awarded to Detroit, but ORIGINS 84 is headed for....**DALLAS, TEXAS!** And, for you **DIPLOMACY** types, this is in DipCon region III, which is eligible for 1984. DipCon returns to the south! **BY THE WAY**, the 1984 DipCon hasn't been placed yet, but I assume it'll be where ORIGINS is. **HOWEVER**, in 1985, regions III & IV (basically, the western half of the USA) are eligible for DipCon, and I have a feeling that ORIGINS will be held on the Atlantic somewhere....

SPEAKING OF ORIGINS, the **AMERICAN WARGAMER** released the Charles Roberts/H.G. Wells awards winners for 1982....here are the highlights:

Pre-20th Century Boardgame: **A HOUSE DIVIDED**

20th Century Boardgame: **WINGS**

(unless otherwise noted, these apply to games/magazines put out in 1981)

Science Fiction Boardgame: **CAR WARS**

Fantasy Boardgame: **BARBARIAN PRINCE**

Best Initial Boardgame Release of a company: **IRONBOTTOM SOUND**

Best Professional Boardgaming Magazine: **FIRE & MOVEMENT**

Adventure Gaming Hall Of Fame: **MARC WILLIAM MILLER**

Best Role-Playing Rules: **CALL OF CTHULHU**

Best Professional Role-Playing Magazine: **JOURNAL OF THE TRAVELLER'S AID SOCIETY**

Please send no condolences to Scott Hanson; it seems that his fiancée, Frauke Petersen, has returned to Germany for the next few months, only to return (for good, according to Scott) next May. Meantime, any number of Germans will probably be all over Frauke....forget it; I saw her picture (it was blurred, though) - I know what kind of girls Germans like because my last roommate told me. (I said **NO** condolences!!)

Speaking of Scott, he's got a COA: 1000 UNIVERSITY AVENUE SE, APT. 8-1, MINNEAPOLIS, MN 55414.

Mark Lew just **HAPPENED** to lay his hands on what he says is the Leader Poll final result. According to Lew, LOM finished second, behind Dipi Master. Oh, sure. Mark also claims that he doesn't like LOM as much now that **DIP BOWL** is getting old & there's no Python stuff.

Back to Scott & Frauke....will untold numbers of women be after Scott now that the watchful eyes of his fiancée are, as we **SQUAD LEADER** types say, lacking a **LOS**? (**LOS** means "line of sight")

Well, **PACIFICON** is over - if I'm lucky, this issue's full report will include a few words **AND PICTURES** of the Diplomacy festivities. You east-coasters will finally get an eyeful of how it's done out west. Not everyone out here looks like Beyerlein and Walker. (That's a relief.)

GUESS WHAT? I just got a fake **RUNESTONE** with the "Leader Poll results". As Lew said, LOM finished second, behind **DIP MASTER**. In **GMing**, Bernie Oaklyn nosed out Eric Ozog; "I" finished 29th. This **RUNESTONE** claims that Leader has moved to Great Bend, PA, and ends with **ADIOS** (as compared to his usual **CHIMO**). To whoever's responsible: I do believe 'zines and subzines were supposed to be rated separately....and speaking of Scott Hanson, he finished **LAST** in the GM poll. (Isn't it amazing that **DIP MASTER** got 43 votes, all of which were 10s?)

Say, if anybody happens to have a spare copy of **DIPLOMACY WORLD**, would you mind sending one out this way?

That's a relief?.....Good night!

Good night, PAGE 7
(good night, Dick)

And now for something completely different, at least for LOM....now that the second anniversary of the removal of MONTY PYTHON'S FLYING CIRCUS from the public airwaves is approaching, and some people have noticed that none of it ever appears here, and that somebody's got to do it to prevent all of us from going berserk, LOM proudly presents..... definitely one of my favorites.....it all starts off with a couple of police officers entering some sort of office, whereupon one of them starts a conversation with what appears to be the head of a large corporation of some kind....now that the boring introduction is out of the way, let's begin THE TRADE DESCRIPTION ACT (better known as THE CHOCOLATE BOX SKETCH).

Hallo, Mr. Hilton, you are sole proprietor and owner of the Whizzo Chocolate Company?

I am.

Superintendent Parrot and I are from the hygiene squad. We want to have a word with you about your box of chocolates entitled "The Whizzo Quality Assortment."

Oh yes. ((Obviously, the officer gets the good lines.))

If I may begin at the beginning: first, there is the cherry fondue. This is extremely nasty, but we can't prosecute you for that.

Agreed.

Next, we have number four - "Crunchy Frog." Am I right in thinking there's a real frog in here?

Yes, a little one.

What sort of frog?

A dead frog.

Is it cooked?

No.

What, a RAW FROG?!

We use only the finest baby frogs, dew-picked and flown from Iraq, cleansed in finest-quality spring water, lightly killed, and then sealed in a succulent Swiss quintuple-smooth full-creme trèble-milk (triple-milk, for you Americans) chocolate envelope, and lovingly frosted with glucose.

That's as may be - it's still a frog. Don't you even take the bones out?

If we took the bones out, it wouldn't be crunchy, would it?

Superintendent Parrot ate one of those. (The other police officer then excuses himself and rushes into the nearest bathroom, or, for Doubleday and Tamlyn, loo) (it IS loo, isn't it?)

It says Crunchy Frog quite clearly.

We have to protect the public - they won't expect there to be a real frog in the chocolate. Superintendent thought it was an almond whirl. They're bound to think it's some form of mock frog.

Mock frog? We don't use artificial additives or flavorings of any kind. Nevertheless, I advise you in the future to replace the words "Crunchy Frog" with the words "Crunchy Raw Unboned Real Dead Frog" if you want to avoid prosecution.

What about our sales?

I'm not interested in your sales. I have to protect the general public. Now how about this one - "Ram's Bladder Cup" - it was "Ram's Bladder Cup," wasn't it, Superintendent? (The Superintendent agrees, and heads back into whatever it was he headed into last time) What kind of confection is this?

We use only the choicest juicy chunks of fresh Cornish Ram's Bladder, emptied, steamed, flavored with sesame seeds, whipped into a fondue, and garnished with lark's vomit.

LARK'S VOMIT? It don't say nothing about lark's vomit on the box!

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SUB BALANCE

TRADE XENOLOGIC

It says it on the bottom of the box, after Monosodium Glutamate. I hardly think this is good enough - I think it would be more appropriate if the box bore a large red label - "WARNING: LARK'S VOMIT" Sales would plummet!

Why don't you move into more conventional areas of confectionary, like Praline or Lime Creme, a very popular flavor I'm led to understand, or Strawberry Delight. I mean, look at this one - Cockroach Cluster. Anthrax Ripple. What's this? Spring Surprise. That's our speciality. Covered with dark, smooth chocolate, when you pop it into your mouth, steel bolts spring out and plunge straight through both cheeks.

Well, where's the pleasure in that? If people place a nice chocky in their mouth, they don't want their cheeks pierced. In any case, this is an inadequate description of the sweetmeat. I shall have to ask you to accompany me to the station.

(As they walk off, Superintendent Parrot finishes off with a message) If members of the public would only take a bit more care when they're buying sweeties, they would reduce the number of man-hours lost to the nation, and spend less time having their stomachs pumped and sitting around in public lavatories....(flush)

Well, how did you like that? You can expect more antics like this in the future issues of this thing. And I must admit that it was hard to tell who was saying what at times - but even DIP BOWL had problems on its first time out. I don't understand why people like the earlier DIP BOWLS better than the newer ones, though. Probably the Swider/Barno running joke, or the Avalon Hill infight.

~~AND-SPEAKING-OF-SWIDER-AND-BARNO-THE-SHOGUN'S-SWORD-HASN'T-BEEN-SEEN-IN-AWHILE-GAME~~

Game OPENINGS & NON-OPENINGS....I couldn't find a black pen that worked, so the usual GO logo is absent for this issue. However, the openings are still here.

DIPLOMACY: John Michalski has entered the Dick Martin-GMed game. Only 6 more needed; game fee is \$1 (send to me) (don't worry, Dick - I'll send you the fees when 7 are collected) and 3-week deadlines. Also, he may be entered in Mark Keller's game (details unknown) if the gamefee is low. Jim Meinal's game still needs 7 players. I'll see if I can get details on these two games.

RAIL BARON: Yes, I'm opening a game of RAIL BARON. 6 players needed.

AXIS & ALLIES: You're kidding....has anyone even come up with a PEM system for this one?

KINGMAKER: Try ENVOY, brought to you by Roy Henricks, 128 Dearfield Drive, Pittsburgh, PA 15235.

CIVILIZATION: See KINGMAKER, although I don't know how he's going to do it.

THIRD REICH, EMPIRES OF THE MIDDLE AGES, SOURCE OF THE NILE: Recurring nightmares. Look elsewhere, if you can.

ANYTHING ELSE....What will Victory Games come up with for multi-player game fans? How about "SPI"? Calling SPI games "TSR" is like calling the L.A. Raiders "Oakland". How about a combination CIVILIZATION - EMPIRES - MIGHTY FORTRESS - 1776 - WAR & PEACE - DIPLOMACY - etc. called HISTORY OF THE WORLD? Oh, sure.....



FREE ISSUE

PAGE 9

And now for what everybody's been waiting for....the PACIFICON REPORT!

As many of you long-time Lifers realize, these things are held in San Mateo (about halfway between San Francisco and San Jose) at the Dunfey Hotel. (I never realized how widespread this chain of hotels is.) Anyway, upon arriving, I'm promptly sent to the wrong line; after that, I find out that my registration card is not where it's supposed to be. After a 30 minute wait, I get my card - which I promptly lose and have to return for a replacement.

9:00 - the dealer area opens. Only one thing really worth mentioning - NMS (not Nat'l Monstergaming Society) Games has a plastic set of 1" counters for use with WAS/VITP covering every major ship of just about every country in WWII. (However, if used for VITP, you have to put the values on the backs yourself.) Also, there's THE TWO FRONT WAR, which consists of a set of Atlantic and Pacific maps and a set of rules similar to WAS/VITP, but with a few changes and additions. Total cost: about \$23.

After the "excitement", I head for the Diplomacy room. Jim Bumpas, Doug Beyerlein, Clark Reynolds, and Jim's wife Linda are there. Among the no-shows: Larry Peery, Jack Masters, Ron Brown, Rod Walker, Tim Winger, and (surprise) Judy Winsome.

My first tournament was in Nuclear War. (My second - and last - was in Melaa/Wizard, but I was blown away by a couple of longbows and an illusion charging with a spear.) The first round was loaded with surprises - after winning game 2 by stopping my last opponent's final retaliation (a Saturn with a 30 Megaton, an Atlas with a 20 and a Polaris with a 10) with three anti-missile missiles, I sweat out game 3 while two other guys tie for first (had one of them won, I would have been tied for the final spot in round 2). In the second round, things were made more exciting by the news that the two players advancing from each round 2 match would receive at least \$5 credit. Just my luck - I tie for first in the first game and get blown away early in the second for a third place showing (tied for fifth place overall in the tournament).

The big story was on Monday, when I was asked to GM one of the last games in the Dip tournament (I wasn't really a "GM"; I just held the orders and enforced the 10-minute limits). During the game, all hell broke loose over how to handle miswritten orders (for example: Russia ordered "F BLA-RUM" in Spring 1901; later, someone had A BUL and not A BUD, but ordered "A BUD-RUM"; then, there was "A SER S A SER-TRI" (instead of "A SER S A VIE-TRI). Finally, one player (I can't remember who) left after an argument; it seems that he was asked to move away from the table so that two others could negotiate - and got mad about it.

I was going to publish a picture of the winner, and a few of the bigger Dip names - but the film got caught in the camera and was exposed. See Doug Beyerlein's 'zine for pictures, unless he sent them to KATHY'S KOENOR, which he might have done. Here's the strange part: the winner, Michael Hasten, entered both as himself and as "Michael X. Jackson"; this pseudonym made it to the final board and actually won the tournament! (This is a TRUE story - I am NOT kidding!)

Let's see the final results: (1) Michael Hasten (2) Greg Duncan (3) John Gregson (4) Mike Maden (who was in the lead going into the top board, but got eliminated first as Germany) (5) Jim Bumpas (6) Kevin Hapner (7) Dave Grabar (who scored enough points in his final game, played alongside the top board, to make it up to #7) (8) Andrew Brannan.

End result of the con: about \$200 in cash and a carload of games (unlike Nancy Pearson, my mother didn't have a fit when she saw the games - but, unlike Roy Henricks, my games added up to about \$120 spent, instead of \$300.....)

I wouldn't spend \$300... even
on PAGE 10

BY THE WAY, IF YOU DIDN'T READ IT ON THE COVER, MY PHONE HOURS ARE FROM NOON TO MIDNIGHT - NOT MIDNIGHT TO NOON!

... KINGMAKER - A FEW MISHAPS, BUT WE'LL PRESS ON ANYWAY.

(1) Larry Reagan points out that the Optional Victory Conditions replace (rather than coexist with) the basic victory conditions. See the Optional Rules for the VCs. Note: to win, you must have at least 79 Commons votes (or at least 79 votes support your heir as King) and a majority of the Lords votes in play.

(3) Mike LaBeau NMRed. Thus, there's no site. However, nobody else cared as to where Parliament was to be held, since nobody sent in conditional orders as to who to send depending on the site. Therefore, there's no need for a delay. Here's what's going to happen:

Before parliament, a company of Burgundian Crossbowmen and Coventry are transferred from Berkeley to Holland, and Grey gets the French Foot Soldiers. Also, Herbert gets Swansea and Bishop of Carlisle.

CARDS DRAWN FROM CHANCERY: Earls of Essex, Westmorland, and Salisbury; Archbishop of York; Bishop of Norwich; and Marshal of England.

The players involved will send in one slate of nominees (i.e. who gets what) for each time their name is listed in the order. With luck, your votes in Parliament are attached somewhere in this issue.

BY THE WAY.....a concession to the Black Hand/Glass Onion alliance has been proposed. NVR-no. Should it pass, whoever controls Holland (since he's got the nobles) will be declared the winner.

ANOTHER NOTE....Let's see if we can speed things up a bit. Send in the nominations as soon as you can, and I'll get the next round of Parliament before the next deadline - which, by the way, is OCTOBER 10.

JUST AMONG ~~YOUR~~ FRIENDS....His Most Exalted Royal Highness, Allan the First (Pearson), Emperor of Dipdom, Potentate of the Toadies, Protector of the IDA, Guardian of the NADF ~~and all-around idiot~~, has a 'zine called JAF. The address is P.O. Box 898, Charles Town, WV 25414. Read it or else.

PAGE 11 has no friends

And now it's time for my view on something that puts these petty hobby "feuds" to shame....the SPI story, circa August 23.

On said August 23, I got a letter from Dragon Publishing (part of TSR, DP is responsible for THE DRAGON) addressed to SPI subscribers. It tells a story of barrowing woe about how SPI borrowed untold fortunes to get through 1981 until the Christmas season, where it planned to sell enough to put itself through 1982. I seem to recall that the runaway sales leader in 1980-81 was none other than - TSR! Of course, the chance that TSR set SPI up is about as true as that DIP BOWL story concerning AH a few months back (where TSR sent a letter to the AH DIP BOWL team congratulating them in their help to wipe out SPI), but let me get back to business....anyway, SPI couldn't cover its losses and failed to repay the \$500,000 loan from TSR. TSR foreclosed on SPI's titles. However, TSR is not responsible for SPI's liabilities.

I read in the AMERICAN WARGAMER about a number of class-action suits filed in an attempt to refund unspent subscriptions to SPI magazines. Personally, I lost 6 S&Ts and 4 ARES, which comes to about \$30. However, I happen to know the sales manager of one of the 20 most-listened to radio stations in the US, and he told me that he's seen situations like this happen a lot (where a company takes over a company's assets but not its liabilities), and there's nothing that can be done - SPI can't pay back anything, and TSR doesn't have to. \$30 gone forever.

I'm glad I didn't have a lifetime subscription - TSR says that they won't honor them. However, anybody with a lifetime subscription will get, absolutely free, all available issues of whatever magazine the person has the subscription for that were printed before the lifetime sub began. Even if your sub wasn't a lifetime one, subbers can get the first two years of the new S&T and/or ARES for the price of one. Just great - except for two things: (1) only three of the six issues of each will have games, and (2) subs are now \$24/year. There are some advantages, like 64 pages per issue, and more game-related features (MOVES has folded, and FYEO was sold to Tiger Publications). However, whether or not the new magazines will be any good remains to be seen.

All of this isn't TSR's fault, though. It seems that most of the old R&D staff at SPI, when they heard about SPI's folding, took off for Victory Games before TSR completed the takeover. Will Victory Games be any good? That, also, remains to be seen.

In the meantime, may I suggest FIRE & MOVEMENT?

~~-MORE-COMMENT-MORE-COMMENT-MORE-COMMENT-MORE-COMMENT-MORE-COMMENT-MORE-COMMENT-MORE-~~

It's been just over TWO YEARS since the "Diplomacy Player Board" idea first popped up. Now, things are just as they were, playerboardwise. (Playerboardwise?) Nobody seems to want to get involved - probably because of the harassing somebody on the board would probably take after making any decision, insofar as every decision would have plenty of people on each side. Nobody wants to face that - note the recent case of the US Orphan Service. The only thing that's changed is the price of a stamp (well, not really - a 15c stamp still costs 15c, but it doesn't do as much as it used to). Now, John Caruso is trying to stir up some more interest in this. Imagine - a free issue of LOM for anybody who gets behind John! That's right - imagine it, since it's not for real. Still, JC needs YOUR help as a player if Diplomacy is to be salvaged from - uh, salvaged from - let's see, now....there's always another feud around the corner, and a player board can (well, nobody else can) help put an end to petty things like this, I suppose.

I'll put it this way - there's always going to be somebody complaining about something - shouldn't we do something to keep the lid on this hobby?

Keep a lid on PAGE 12 -
that's hard enough

9195

WINTER 1905, SPRING 1906.....does Kiel touch the Baltic?

The answer to that is YES, and F Kie is allowed to retreat there. Since Russia has COM instead of Turkey, Russia gets a build, and Turkey

loses F GRE, since it's farther away from a Turkish SC than F EAS.

WINTER 1905: Russia builds A SEV; Austria builds A VIE; France NBRs and plays 2 short

SPRING 1906

AUSTRIA (Winger): A Tyo-MUN, A Mapo-SPN, A Rum-BUL (s A SER, F AEG),
A Mun-SIL (s A BOH), A Vie-GAL (s A HUD)

FRANCE (Lucas): NBR - has A HOL, F NTH, F EDI, F ENG, A KIE, F HEL,
A RUE, A MAR, A PIE, F TUN

RUSSIA (Sherwood): A Sav-RUM (s F BLA, A Bul), A DEN B (s F SKA, F BAL),
A CON S A Bul, A SBY-Gre (imp), A Gal-Bud (d-retreat to Vie, OTB), A War-UKR, A Nwg-NWY, F Cly-LVP (note A BUL was dislodged and can retreat to Gre, OTB)

TURKEY (CD) has F EAS

Dislodged units are Russian A GAL and A BUL. SUMMER and FALL 1906 orders are due by OCTOBER 10. PROPOSALS: An A-F-R draw and a proposal to France. Vote by 10/10; NVR means NO for the concession and YES for the draw. Here's the press:

COA: Keith Sherwood, P.O. Box 6457, La Jolla, CA 92037

RUS-FRA: Yes, let's do call a 3-way just yet.

GM: That's IT? So much for the games....

~~-AND-NOW-IT'S-TIME-FOR-ANOTHER-SPECIAL-FEATURE-I'M-GONNA-PULL-A-RABBIT-OUTTA-THE-HAT-~~

THE PLUGS

Yes, due to an excess of white space, and the lack of plugs in recent issues,

it's time for a page of plugs of your favorite, not-so-favorite, and line-the-bottom-of-the-birdcage-typa 'zines.

CHAIN OF COMMAND, the 'zine of the National Monstergaming Society, 6 East Main Street, Richmond, VA 23219. Cost: \$5/year, 4 issues, 8 1/2 x 7 size, usually 20 pages including covers. Are games like WAR IN EUROPE, CAMPAIGN FOR NORTH AFRICA, HIGHWAY TO THE REICH, DRANG NACH OSTEN, etc. driving you crazy? Then the NMS is for you! Articles, reviews, and other items concerning your favorite monsters. One issue featured hidden movement for WITP, and a recent issue covered CNA. Not for you Diplomacy Through And Through types.

Here's another one for those of us who like games with at least one die and cardboard counters (not necessarily monsters, though): KRIEGSRAT, the 'zine of the National Wargaming Alliance; try Steven Duerr, 6433 Bradford Street, San Diego, CA 92115. Cost: it didn't say - ask Steve. 8 1/2 x 11 size, about 50-60 pages plus inserts. Do I dare come out and say that this is to wargames what DW is to Diplomacy? I wouldn't say that - but the RAT has articles on wargames written by its members (and maybe even some outside help). Also contains scenarios for your favorite games.

You read about the NMS & NWA
on PAGE 13

STRATEGY & TACTICS, c/o Dragon Publishing, at whatever the address is. I won't plug it until I see it. It'll go for \$24/year for 6 issues, of which 3 will contain games. Fortunately, as a ~~xxxxxx~~ ~~xxxxxx~~ ~~xxxxxx~~ "current S&T subscriber," I get 2 years for the price of 1 - and a good thing for that; otherwise I probably would have said "You can take S&T and ARES and _____" or words to that effect. We can only wait and see.

WHITESTONIA, by John Caruso, 160-02 43rd Avenue, Flushing, NY 11358. Cost: \$5 for 10 monthly issues, usually 24 pages of reduced 8 1/2 x 5 1/2 size. ("Reduced" means each 8 1/2 x 5 1/2 page is reduced from about 8 1/2 x 11.) This 'zine, along with THE GENERAL and EUROPA EXPRESS, is on my "required reading" list (ENVOY isn't as much "reading" as writing orders for umpteen games, but I'll still subscribe to it, and all of the others I get, hopefully). The best parts are the Dipdom Section and just about everyone's favorite subzine, KATHY'S KOENOR, by Kathy Byrne, same address as John. (Kathy Byrne? Mark Berch, learn how to spell. Fortunately, he doesn't sub to LOM, so he didn't read this.). Lately, KK has been in the center of W, so I pull out KK and put W in the middle of KK - making KK the 'zine and W the subzine.

ENVOY, by Roy Henricks, 128 Deerfield Drive, Pittsburgh, PA 15235. Price varies depending on what games you're in (\$1.40/issue if you're in DIP and KM, \$1 if you're in DIP or KM but not both, and about 70¢ if you're in neither). Empires of the Middle Ages - just about the only game you have to go outside of ENVOY to play by mail! In ENVOY, there's DIP, KM, Bismarck, Magic Realm, Rail Baron, Crusades, Machiavelli, Samurai, Civilization, Gunslinger, etc. Some people may ask why I never play Diplomacy - I'm in SEVEN different - and I do mean DIFFERENT (KM, Shrank/Scott Variant KM, Deadman Dip, Bismarck, Magic Realm, Rail Baron, and Gunslinger) - games in ENVOY.

DIPLOMACY WORLD, by Rod Walker and friends (?), "Alcala", 1273 Crest Drive, Encinitas, CA 92024. \$8 per year for 4 issues, about 8 1/2 x 7 size, 40 pages. Let's face it - DW is losing money by the barrelful, even with the extra subbers John Leeder hopes that the Leeder Poll will bring. Unfortunately, Rod Walker does get LOM, and he will read all of the stupid things I've just said. But even Rod says that DW is losing money (about \$1000/year, was it?), and DW is - well, you might say that DW is THE GENERAL without Squad Leader, Afrika Korps, Victory In The Pacific, Wooden Ships & Iron Men, and any other game besides Dip. By the way, by some miracle, John Leeder turned on the afterburners, and the Leeder Poll results will be in DW #32, which should be in the mail by now, as opposed to #33, which would arrive late in the year.

EUROPA EXPRESS, by Gary Coughlan, 4614 Martha Cole Lane, Memphis, TN 38118, 8 1/2 x 11 reduced, 40-50 pages, price not known but worth anything. Odds-on favorite to finish first in the Leeder Poll (and you don't get a lot without betting a lot if you like its chances in the Marco Poll). Great letter column (unlike VOD, only excerpts of letters are printed, so the boring stuff is removed), plus a few good articles, plus THE BITCH PAGE, where you don't need a name - just a gripe. (HOLD IT! When I said BITCH PAGE, who here immediately thought of any of a number of female Dip personalities? Did you know that that's one of the fastest ways to get thrown out of LOM? Think about it.)

Well, that's all for this time, except for the DPP/Marco Poll ballots on the next page. Next time, the second annual NORTH AMERICAN DIPLOMACY BOARD PROSPECTIVE HOBBYIST EXAMINATION. I'll think I'll extend the deadline for that one. Also, the third DIP BOWL WORLD CHAMPIONSHIP. DIP BOWL may change its single-elimination format in 1983. Also, more MPFC.

The NADB exam - next issue
(this is PAGE 14)

BALLOT FOR THE 1982 DIPLOMACY PLAYERS POLL....mail to John Caruso, 160-02 43rd Avenue, Second Floor, Flushing, NY 11358, by November 22.

INSTRUCTIONS: Vote for the top five regular Dip players, variant Dip players, and writers in the hobby. The best goes in #1, second in #2 and so forth. You can't vote for yourself. Sign & date where indicated.

#	REGULAR DIP PLAYER	VARIANT DIP PLAYER	WRITER
1			
2			
3			
4			
5			

SIGN HERE:

DATE OF SIGNATURE:

-----CUT HERE-----

BALLOT FOR THE 1982 MARCO POLL....mail to Mark Larzelere, 7607 Fountainbleau Drive, Apt. 2352, New Carrollton, MD 20784, by November 22.

INSTRUCTIONS: Vote for the top five 'zines, subzines, and GMs. The best goes in #1, second in #2, and so forth. You can't vote for yourself nor your zine or subzine. Sign & date where indicated.

#	ZINE	SUBZINE	GM
1			
2			
3			
4			
5			

SIGN HERE:

DATE OF SIGNATURE:

-----CUT HERE-----

Let's get the votes out on these polls! I know what you're going to say - "I already voted in the Leader poll." Strange - I don't seem to remember Leader running a player/writer poll, and the Marco poll factors out the grudge votes that people complain about in the LP (although, I must admit, I do prefer the LP to the MP). I voted in the LP and these two. What - now it's "Too much postage"? John Caruso says that you can mail both ballots to him and he'll forward the MP ballot to Mark. OK? What's next? "These polls are rigged." That's what Publishers Clearing House used to think - now how did that get in there? "Caruso and/or Larzelere can't be trusted with polls for various reasons." I personally guarantee the fairness of these polls. "Del Grande can't be trusted either." Then tell me why you're reading LOM. What, out of reasons? Then cast those ballots TODAY (or anytime before November 22). Results are available (after they're counted) for a SASE to John or Mark; they will also appear in APPALLING GREED immediately after the deadline. Forget about rating systems - remember, VOX POPULI, VOX DEI and all that. No cheating allowed UNLESS absolutely necessary AND you get away with it. Violators will be subject to - I can't bear thinking about this - THE COMFY CHAIR (AAAGHH and all that sort of stuff).

Hey, John & Mark - this ballot was
once PAGE 15 of LOM

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